

# How To Play

Featuring the JIM HENSON MUPPET™  
Characters from SESAME STREET™.



# Big Bird's Funhouse™\*

## To Set Up Your Computer

### *For Cartridge Programs*

1. Plug the program cartridge into your computer's cartridge port. If your computer has two ports, use the left one.
2. Turn on your monitor or TV and adjust the volume.
3. **NOW TURN ON YOUR COMPUTER.** The title screen will appear. If necessary, adjust color.

### *For Atari® Cassette Programs*

1. Insert the cassette into the program recorder.
2. Turn on your monitor or TV and adjust the volume.
3. Push down the PLAY button on your program recorder.
4. **NOW HOLD DOWN THE [START] KEY. 800XL users: Hold down [OPTION] key also.**
5. **TURN ON YOUR COMPUTER** while holding down above keys.
6. Listen for a single tone, then press [RETURN].

7. Release [START] and [OPTION] keys. The title screen will appear. If necessary, adjust color.

### *For Disk Programs*

1. Insert the disk into the disk drive and close the drive door.
2. Turn on your monitor or TV and adjust the volume.
3. Atari® 800XL users: Hold down [OPTION] key before turning on computer.
4. **NOW TURN ON YOUR COMPUTER.** Atari® disk drives will automatically boot disks. Commodore 64™ users type: **LOAD "CBS", 8** and press [RETURN]. Wait for "Ready" to appear and then type: **RUN** and press [RETURN] again. The title screen will appear. If necessary, adjust color.

### *All Formats*

**Place the EasyKey™ keyboard overlay over your computer's keyboard.**

---

## To Start Your Game

### Game Play

Press **PLAY** on your EasyKey to see the choice of game levels.

### Game Levels

Press **LEVEL** on your EasyKey until BIG BIRD is pointing to the name of the game level you want to play. Then press **PLAY** again.

---

## Object Of The Game

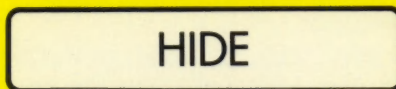
Try to remember which Muppet friends you or the computer invited to the Funhouse to play Hide and Seek with BIG BIRD.

---

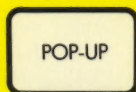
## How To Play



Press the yellow keys nearest the Muppet pals you want to select.



Press this key to make your Muppet pals hide.



Press this key on Levels 4 and 5 and the computer will select Muppet pals to hide.



Press this key to stop a game in progress. Press it again to resume playing.

---

Design © 1984 CBS Inc.

Program © 1984 Children's Computer Workshop, Inc. All Rights Reserved.

MUPPET Characters © 1984 Muppets, Inc. All Rights Reserved.

\*BIG BIRD is a trademark of Muppets, Inc.

JIM HENSON and MUPPETS are trademarks of Henson Associates, Inc.

SESAME STREET and street sign are trademarks of Children's Television Workshop.

Commodore 64™ is a trademark of Commodore Electronics Ltd.

Atari® is a registered trademark of Atari, Inc.

2C-0201

**CBS**  
SOFTWARE